

# BATMAN

ARKHAM ORIGINS

# BLACKGATE

INSTRUCTION  
MANUAL



# BATMAN™: ARKHAM ORIGINS BLACKGATE

## IMPORTANT GAME INFORMATION

THREE CRIME BOSSES HAVE TAKEN OVER BLACKGATE PRISON. IT'S UP TO YOU TO TAKE THEM DOWN AND RESTORE ORDER, ONE AT A TIME.

THIS GAME SAVES DATA AUTOMATICALLY AT CERTAIN POINTS. DO NOT SWITCH OFF THE POWER OR REMOVE THE MEMORY CARD WHILE THE SAVING NOTIFICATION  IS DISPLAYED IN THE LOWER RIGHT CORNER OF THE SCREEN (TOUCHSCREEN).

TAP THE SCREEN (TOUCHSCREEN), PRESS , OR START TO BEGIN.

# BATMAN: ARKHAM ORIGINS BLACKGATE

## MAIN MENU

SELECT FROM ONE OF THREE EMPTY SAVE GAME SLOTS TO BEGIN A NEW GAME. PRESS  OR TOUCH THE SAVE GAME SLOT'S IMAGE TO CONFIRM YOUR SELECTION.

IF YOU ALREADY HAVE A SAVED GAME, SELECT THAT SLOT TO CONTINUE THAT STORY.

OPTIONALLY, DELETE ANY SAVED GAME BY PRESSING , OR PRESS  TO RETURN TO THE PREVIOUS SCREEN.

# BATMAN: ARKHAM ORIGINS BLACKGATE

## GAME MENU

### NEW GAME/CONTINUE

BEGIN PLAYING A NEW GAME OR CONTINUE A SAVED GAME BASED ON PRIOR MENU SELECTION.

### CONCEPT GALLERY

VIEW CONCEPTS THAT YOU HAVE UNLOCKED FROM DETECTIVE CASES IN GAME.

### MOVIE GALLERY

RE-WATCH MOVIES DISCOVERED DURING GAMEPLAY.

### OPTIONS

ADJUST THE AUDIO SETTINGS, TOGGLE SUBTITLES, OR OPTIONALLY INVERT YOUR MAP CONTROLS.

### CREDITS

VIEW THE BATMAN: ARKHAM ORIGINS BLACKGATE CREDITS.

### UNLOCK BEWARE THE BATMAN BATSUITS

CONNECT TO YOUR SONY ENTERTAINMENT NETWORK ACCOUNT TO UNLOCK SPECIAL CONTENT FROM PLAYING BATMAN™: ARKHAM ORIGINS ON THE PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM.

# BATMAN: ARKHAM ORIGINS BLACKGATE

## PAUSE MENU

### RESUME

RESUME GAMEPLAY FROM THE POINT AT WHICH YOU PAUSED.

### OPTIONS

ACCESS YOUR OPTIONS MENU WHILE PLAYING THE GAME.

### CONTROLS

VIEW THE GENERAL GAMEPLAY CONTROLS FOR BATMAN: ARKHAM ORIGINS BLACKGATE.

### RESTORE FROM LAST CHECKPOINT

RETURN TO YOUR LAST SAVE POINT. YOU WILL LOSE ALL PROGRESS MADE SINCE THAT SAVE.

### EXIT GAME

EXIT THE PAUSE MENU AND RETURN TO THE GAME MENU FOR THIS SPECIFIC SAVED GAME. YOU WILL LOSE ALL PROGRESS MADE SINCE YOUR LAST SAVE.

# BATMAN: ARKHAM ORIGINS BLACKGATE

## OPTIONS

### SUBTITLES

TOGGLE YES/NO TO TURN YOUR IN-GAME SUBTITLES ON OR OFF

### MAP CONTROLS

OPTIONALLY INVERT YOUR MAP CONTROLS.

### SFX VOLUME

ADJUST THE VOLUME FOR SOUND EFFECTS.

### MUSIC VOLUME

SET THE VOLUME FOR THE MUSIC OF BATMAN: ARKHAM ORIGINS  
BLACKGATE.

### DIALOGUE VOLUME

ADJUST THE VOLUME FOR ALL DIALOGUE IN THE GAME.

# BATMAN: ARKHAM ORIGINS BLACKGATE

## COMBAT SYSTEM

TO SURVIVE IN BLACKGATE PRISON, BATMAN NEEDS TO UTILIZE ALL OF HIS MARTIAL ARTS TRAINING AND KEEN INSTINCTS TO TAKE DOWN HIS FOES. PRESS **□** TO STRIKE.

### COUNTERING STRIKES

WHEN AN ENEMY IS ABOUT TO ATTACK BATMAN, A BLUE LIGHTNING BOLT ICON  APPEARS ABOVE THEIR HEAD. PRESS **△** TO COUNTER THE ATTACK. SOME ENEMIES CANNOT BE COUNTERED, AND MUST BE DISABLED USING OTHER MOVES BEFORE THEY CAN BE ATTACKED.

### STUN

PRESS **○** TO CAUSE STUN AN ENEMY. IN THEIR CONFUSION, BATMAN CAN LAND MANY STRIKES BEFORE THEY HAVE TIME TO RECOVER. SOME ENEMIES MUST BE STUNNED BEFORE THEY CAN BE ATTACKED.

## BATMAN: ARKHAM ORIGINS BLACKGATE

### COMBAT SYSTEM (CONTINUED)

#### EVADE

BATMAN CAN LEAP OVER ENEMIES BY QUICKLY MOVING THE LEFT STICK AND PRESSING  $\text{X} + \text{Y}$ . ENEMIES WITH ELECTRIFIED WEAPONS MUST BE EVADED SO THAT BATMAN CAN STRIKE FROM BEHIND.

#### COMBOS

STRING TOGETHER STRIKES WITHOUT MISSING OR TAKING A HIT TO CREATE A COMBO. WHEN BATMAN FINISHES A FIGHT, HE WILL REGAIN AN AMOUNT OF HEALTH BASED OFF OF THE HIGHEST COMBO PERFORMED.

#### FREE FLOW COMBAT

WHEN BATMAN SUCCESSFULLY COUNTERS AN ENEMY OR STRIKES THREE ENEMIES IN A COMBO, HE WILL ENTER FREE FLOW COMBAT MODE. WHILE IN FREE FLOW COMBAT, BATMAN CAN LEAP LARGE DISTANCES TO ATTACK ENEMIES AND WILL PERFORM MORE DEVASTATING STRIKES. KEEP PERFORMING SUCCESSFUL STRIKES BACK TO BACK TO KEEP BATMAN IN FREE FLOW.

## BATMAN: ARKHAM ORIGINS BLACKGATE

### DETECTIVE MODE

USING DETECTIVE MODE PROVIDES USEFUL INFORMATION ABOUT THE SURROUNDINGS. TAP THE TOUCHSCREEN TO TOGGLE DETECTIVE MODE ON AND OFF. ITEMS OF INTEREST WILL APPEAR HIGHLIGHTED.

USE THE DETECTIVE MODE ANALYZER TO SEARCH THE AREA FOR CLUES AND HINTS. HOLD AND DRAG YOUR FINGER ACROSS THE TOUCHSCREEN TO HIGHLIGHT AND SCAN OBJECTS. OBJECTS THAT HAVE NOT YET BEEN SCANNED APPEAR GREEN WITHIN THE ANALYZER RETICULE.



# BATMAN: ARKHAM ORIGINS BLACKGATE

## BATCOMPUTER

### MAP SCREEN

SEE YOUR LOCATION AND WAYPOINT INFORMATION ON THE MAP.

### INVENTORY

VIEW AND EQUIP THE GADGETS OR BATSUITS THAT YOU HAVE COLLECTED.

### DETECTIVE CASES

REVIEW THE CASE INFORMATION AND TRACK YOUR PROGRESS.

## BATMAN: ARKHAM ORIGINS BLACKGATE

### NEW GAME PLUS

CHALLENGE JOKER, PENGUIN, AND BLACK MASK IN THE ORDER YOU CHOOSE. YOU WILL SEE A DIFFERENT GAME ENDING AND EARN A BADGE FOR YOUR GAME BASED ON WHICH BOSS YOU CHOSE TO FIGHT LAST.

ONCE YOU HAVE BEATEN THE GAME, YOU CAN PLAY AGAIN TO REVEAL NEW CONTENT. NEW GAME PLUS ALLOWS YOU TO START THE STORY OVER FROM THE BEGINNING, BUT YOU WILL KEEP THE BATSLUIT PIECES AND DETECTIVE CASES YOU COLLECTED THE FIRST TIME THROUGH. PLAY AGAINST THE THREE CRIME BOSSES IN A DIFFERENT ORDER TO DISCOVER A NEW GAME ENDING AND EARN A NEW BADGE.

BATMAN: ARKHAM ORIGINS BLACKGATE

# BASIC CONTROLS

**L**

HOLD - ARM GADGET  
TAP - QUICK FIRE GADGET

HOLD **L** AND TAP **R**  
FIRE ARMED GADGET

**R**

TAP - FIRE GRAPNEL

LINE LAUNCHER

SONY

BATCLAW

SONY

GEL LAUNCHER

SONY

BATARANG

SONY

LEFT STICK

MOVE OR  
CHANGE TARGET  
(WITH ARMED  
GADGET)



TAP - TOGGLE  
DETECTIVE MODE



HOLD & DRAG - ANALYZE



ZOOM  
(ON BATCOMPUTER  
MAP)



STRIKE

COUNTER

TAP - CAPE STUN  
HOLD - CROUCH

HOLD - SPRINT  
DOUBLE TAP - EVADE  
HOLD WHILE  
FALLING - GLIDE

SELECT

BATCOMPUTER

START

PAUSE MENU

FOR MORE INFORMATION ON THIS GAME, PLEASE VISIT

[WWW.BATMANARKHAMORIGINS.COM](http://WWW.BATMANARKHAMORIGINS.COM)

## **WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.  
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## PLAYSTATION®VITA CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



## PLAYSTATION®VITA CARD PRECAUTIONS

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## **GAME CARD FCC NOTICE - PART 1**

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received,  
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## **GAME CARD FCC NOTICE - PART 2**

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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Use of the PlayStation®Network is subject to applicable user  
agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements).**

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